ECP

ELITE

PRESENTS





Ghosts 'n' Goblins
Introduction & Scenario

Ghosts 'n' Goblins is the authentic home computer version of the classic coin-operated arcade game from Capcom, authors of best sellers including the world beating Commando and 1942.

Ghosts 'n' Goblins is the classic fighting fantasy story, heroic knight to rescue beautiful maiden from clutches of demonic Overlord. Featuring some stunning effects and graphics, this technically excellent game is clearly another winner from the Elite/Capcom stable.

LOADING INSTRUCTIONS

System	Format	Instruction
Amstrad/ Schneider	Cass	Run "ELITE"
	Disc	Run "ELITE"
Spectrum	Cass	Load ""
Commodore 64/128	Cass	Shift & Run/Stop
	Disc	Load "*",8,1
Commodore 16		Load "Elite"
BBC/Electron	Cass	Chain ""
	Disc	Shift & Break

PLAYING INSTRUCTIONS

Spectrum

Right	=	0
Left	=	9
Up	=	2
Down/Crouch	=	W
Fire	=	M
Jump	=	X

or redefine keys, or use Kempston or Sinclair Joystick Interfaces.

Amstrad/Schneider

Abort	=	ESC
Right	=	User definable
Left	=	User definable
Up	–	User definable
Down/Crouch	=	User definable
Fire	=	User definable
Jump	=	User definable
Hold	=	User definable

or use joystick.

Commodore 64/128
Use joystick only.

Commodore C16
Use joystick only.

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